

Ralph Bakshi's WIZARDS

Gamemaster Screen

Recovery Chart

Character's Recovery Attribute

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1																				
2															1	1	1	1	1	1
3									1	1	1	1	1	1						2
4								1	1					2	2		2	2	2	
5						1	1					2	2	2				3	3	3
6					1					2	2			3	3		3			4
7									2				3	3				4	4	
8				1				2				3			4	4		4		5
9							2			3	3			4			5	5		6
10			1			2			3			4	4		5	5		6	6	
11										4				5			6			7
12					2			3		4			5		6	6		7	7	8
13							3					5		6			7		8	
14									4	5			6		7	7		8		9
15	1		2			3		4		5	6		7		8		8	9	9	10

Improvement Point Cost Chart

Normal: Str, Con

Difficult: Dex, Cha, Per, Spi, WP

Impossible: Int

Level	Easy	Norm	Diff	Imp
1	7	9	11	13
2	8	10	12	14
3	8	11	13	15
4	9	12	15	17
5	10	13	16	19
6	10	14	18	21
7	11	15	19	23
8	12	16	21	25
9	13	17	22	27
10	14	18	24	30
11	15	20	26	33
12	16	22	29	37
13	18	25	32	41
14	20	28	36	46
15	23	31	40	51
16	26	35	45	57
17	29	39	51	64
18	33	43	57	72
19	37	48	64	81
20	42	54	72	91
+1	+9	+10	+12	+15

Price List

Ammunition

9mm Long (50 rds)	30
9mm Short (50 rds)	20
11mm Short (50 rds)	25
Bazooka Shell	50
Extra clip (empty)	5
Arrows (5)	1

Clothing

Boots	9
Cloak	8
Gloves	3
Hat	2
Pants	5
Shirt	5
Shoes	4

Miscellanea

Barrel	15
Blanket	5
Candles, dozen	1
First aid kit	20
Grappling hook	7
Mirror, small	4
Net	3
Quill and Ink	5
Scroll Case	2

Tools

Hammer	3
Ladder, 10'	10
Lock picks	20
Metal spike	1
Nails, 24	1
Saw	5
Shovel	5

Camping Gear

Fire starting kit	1
Lantern	7
Oil, pint	1
Pack, hiking	25
Provisions, day	2
Rope, 10'	1
Tent, two-man	30
Torches, five	1
Trap	7
Wineskin, quart	3

Cavalry Gear

Ross, domestic	100
Ross, trained	250
Ross, war	500
Saddle & harness	40
Saddle bags	5

Character Creation

Character Generation Summary

Step 1: Envision Your Character

Step 2: Select Your Race

Step 3: Adjust Your Attributes

Primary Attributes

Each character starts out with 40 CGP.

Attributes may not change by more than 5 (SIZ by 25%).

Secondary Attributes

Calculate secondary attributes, rounding fractions up.

Step 4: Customize the Character

Purchase traits, gaining or spending CGP.

Step 5: Determine Your Skills

Starting Levels

Look up your base chances.

Adjust starting skill levels according to their complexity.

Set your native language skill to INT+3.

City characters get city lore at INT x (3/4).

Rural characters get area lore at INT x (2/3).

Previous Experience

Select a background for your character.

Add the skill points to the skills.

You may not double bonuses within a single background.

Step 6: Anything Else?

One CGP can raise one skill by one point (not from 0 to 1).

You get 50 gp, each CGP doubles the amount.

Height and Weight Chart

Size	Height	Weight
0	1" - 3"	1 - 2 lb
1	3" - 6"	2 - 5 lb
2	6" - 12"	4 - 10 lb
3	1' 0" - 1' 6"	6 - 18 lb
4	1' 6" - 2' 0"	13 - 27 lb
5	2' 0" - 2' 8"	22 - 38 lb
6	2' 8" - 3' 4"	30 - 50 lb
7	3' 4" - 4' 0"	42 - 75 lb
8	4' 0" - 4' 9"	60 - 100 lb
9	4' 8" - 5' 4"	80 - 140 lb
10	5' 2" - 5' 10"	110 - 175 lb
11	5' 7" - 6' 2"	155 - 205 lb
12	6' 0" - 6' 6"	185 - 230 lb
13	6' 3" - 6' 9"	210 - 260 lb
14	6' 7" - 7' 0"	235 - 280 lb
15	6' 9" - 7' 3"	260 - 305 lb
16	7' 1" - 7' 6"	285 - 335 lb
17	7' 4" - 7' 8"	315 - 365 lb
18	7' 6" - 7' 10"	345 - 400 lb
19	7' 7" - 7' 11"	365 - 425 lb
20	7' 8" - 8' 0"	390 - 450 lb

Racial Norms

Race Name	Str	Int	Dex	Cha	Per	Con	Siz	WP
Red Elf	10	10	11	10	10	10	9	10
Brown Elf	11	10	10	10	10	10	9	10
Yellow Elf	10	11	10	10	10	10	9	10
Blue Elf	10	10	10	10	10	10	9	11
Dwarf	15	9	8	9	10	13	8	10
Gnome	7	14	10	11	12	8	7	10
Mtn. Fairy*	3	10	15	11	12	10	1	11
Wood Fairy*	5	10	13	11	11	10	5	11
M. Elfing	7	10	12	12	10	10	7	11
S. Elfing	6	10	13	12	10	10	7	11

* Wood fairies get +3 to dodge skill, mountain fairies get +6

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Skill Base

attribute	1-4	5-8	9-12	13-16	17-20
base chance	1	2	3	4	5

Adjustments for Complexity

Easy:	base + 1	Difficult:	base - 1
Normal:	base + 0	Impossible:	zero

Damage Bonus

Might	0-1	2-4	5-7	8-12	13-15	16-18	19+
Bonus	-3	-2	-1	0	+1	+2	+3

Dodge Bonus

Skill	0-4	5-8	9-12	13-16	17-20
Bonus	0	1	2	3	4

Ambidextrous.....4	Podextrous.....1	Cowardice.....3	Laziness.....2
Animal Empathy.....4	Quick Learner.....var	Crippled.....var	Lechery.....var
Balance.....5	Recognition.....4	Delusions.....4	No Pain Tolerance.....6
Contacts.....var	Status.....2	Distinctive Looks.....5	Overconfidence.....5
Determination.....3	Tough.....var	Drug Addiction.....var	Overweight.....3
Direction Sense.....3	Winning Appearance.....4	Enemies.....var	Pacifism.....var
Double-Jointed.....3		Greedy.....2	Paranoia.....7
Energetic.....var	Allergies.....var	Hatred.....var	Philia.....var
Fast.....var	Anorexic.....2	Hemophilia.....5	Phobia.....var
Fearless.....3	Bad Knees.....4	Honesty.....var	Sadism.....var
Focused.....var	Bad Temper.....3	Honor.....var	Schizophrenia.....8
Friends.....2 ea.	Battle Rage.....var	Illiteracy.....3	Sensitive Hearing.....4
Immunity.....var	Close Personal Tie.....2	Inattentive.....var	Slow.....var
Light Sleeper.....3	Compulsive Liar.....4	Jealousy.....var	Vision Problems.....var
Memory.....var	Covetous.....3	Kleptomania.....7	Weak Stomach.....4

Melee Weapons Chart

Weapon	Dam.	Reach	Might	Cost
Unarmed Attacks				
Brawling~	2D-1	0	0	n/a
Martial Arts*	3D-1	0	0	n/a
Wrestling~	3D-1	0	0	n/a
Axe Weapons				
Battle Axe	4D+1	6	15	25
Hatchet	3D+1	1	6	10
Throwing Axe	3D	1	5	12
Mace Weapons				
Club	3D+1	2	5	n/a
Hammer	4D-1	2	7	15
Mace	4D	2	8	18
Pistol Butt	3D-1	0	?	n/a
Spear Weapons				
Dart	3D-1	1	2	3
Flechette	3D-1	0	1	4
Javelin	4D	5	6	7
Spear	4D	7	7	5
Lance (charging)	6D	9	10	20
Sword Weapons				
Bastard Sword	5D	5	12	30
Throwing Knife	3D-1	1	0	15
Dagger	3D	1	0	10
Shortsword	4D-2	3	6	15
Broadsword	4D+1	4	10	20
Claymore Weapons				
Bastard Sword	5D	5	10	30
Claymore	5D+1	5	12	40
Greatsword	6D	6	14	50
Halberd Weapons				
Battle Axe	5D-1	6	12	25
Halberd	5D+1	7	14	35
Poleaxe	6D+1	8	15	50
Maul Weapons				
Maul	5D	6	12	35
Rifle Butt	4D-1	3	?	n/a
Warhammer	5D-1	4	10	30
Pike Weapons				
Dart	3D	0	0	3
Flechette	3D	1	1	4
Javelin	4D+2	5	6	7
Pike	4D+2	10	11	15
Rifle w/ Bayonet	4D+2	3	?	20
Spear	4D+2	7	6	5
Flail Weapons				
Flail	5D	5	9	25
Morningstar Weapons				
Morningstar	4D	4	10	30

* no minimum damage

~ maximum of 1 HP damage per strike, no minimum damage, add 1 HP scored as extra SP damage

Archery Weapons Chart

Weapon	Dam	Mgt	Rng	ROF	Cost
Crossbow Weapons					
Lt. Crossbow	3D+1	8	80	1/2	40
Hvy. Crossbow	4D+1	12	100	1/3	50
Arbalest	6D	15	120	1/4	75
Foot Bow Weapons					
Foot Bow	6D	14	200	1	50
Longbow Weapons					
Fairy Bow	2D	2	40	1	15
Raven Bow	2D+1	4	60	1	20
Short Bow	3D	6	60	1	20
Compound Bow	4D	9	90	1	35
Long Bow	5D	11	120	1	50

Cavalry Bow Weapons

Any bow requiring a might of 13 or less can be used while mounted. This is a separate skill from using the bow on foot.

Thrown Weapons Chart

Weapon	Dam.	Mgt	ROF	Cost
Balanced Weapons				
Throwing Axe	3D	5	1	12
Throwing Knife	3D-1	0	1	15
Ball Weapons				
Grenade	*	6	1	30
Rock	2D+2	0	1	n/a
Dart Weapons				
Flechette	3D-1	1	1	4
Javelin	4D+2	6	1	7
Sling Weapons**				
Sling	3D	3	1	2
Staff Sling	4D	7	1	8

* Grenades do 6D damage, -1D per yard of distance.

** Range is four times character's STR + DEX in yards.

Armor and Shield Chart

Armor					
Type	HP	SP	Mgt	Cost	Enc
Padding	0	3	0	20	0
Leather	1	5	3	35	1
Splint Mail	2	8	7	60	2
Chain Mail	3	5	9	7	2
Plate Mail	3	12	12	120	3
Shield					
Type	HP	SP	Mgt	Cost	
Fairy	0	4	1	5	
Buckler	0	8	4	10	
Round Wood	1	10	8	13	
Round Metal	1	12	9	20	
Kite	2	15	11	30	
Tower	3	18	13	50	

Effects of Damage

A character with 0 SP is **unconscious**. When his SP gets above zero, he must make a resistance roll to act coherently, else he can only crawl out of the way. If the character's WP + SP exceeds twenty, he automatically regains his wits.

A character with 0 HP, or SP equal to negative his recovery attribute, is **comatose**. He will not recover SP until treated. If he remains untreated for a number of hours equal to his constitution, he dies (see *Wizards* page 73).

A character with negative HP, or SP equal to negative his SP attribute, is **dead**. If he has been dead for a number of minutes less than his constitution, he may be revived (see *Wizards* page 75).

Recovery Chart

Character's Recovery Attribute

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1																				
2															1	1	1	1	1	1
3									1	1	1		1	1						2
4								1	1						2	2		2	2	2
5						1	1					2	2	2				3	3	3
6					1					2	2				3	3		3		4
7									2				3	3				4	4	
8			1					2				3			4	4		4	5	5
9							2			3	3			4			5	5		6
10		1				2			3			4	4		5	5		6	6	
11										4				5			6			7
12					2			3		4			5		6	6		7	7	8
13							3				5		6				7		8	
14									4		5			7	7			8		9
15	1		2			3		4		5		6		7		8	8	9	9	10
16															8		9		10	
17									5		6		7			9		10		11
18					3		4			6		7		8	9		10		11	12
19								5					8			10		11	12	
20		2				4			6		7	8		9	10		11	12		13
21									7				9			11			13	14
22							5				8			10	11		12	13		
23			3					6				9				12	13		14	15
24				4					7	8			10	11	12			14	15	16
25					5						9	10				13	14	15		
26						6							11	12	13				16	17
27							7		8	9						14	15	16	17	18
28										10	11		12	13	14					
29																15	16	17	18	19
30	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Falling and Jumping

Characters suffer damage from falls as follows:

Feet	SP	HP	Dice
10	0	0	1D
20	0	0	2D
30	6	2	3D
40	18	6	3D
50	30	10	3D
+10	+15	+5	+0D

Soft ground or a tumbling check removes 1D damage or cuts automatic damage in half.

When leaping, a character can make a running leap:

- 2/3 might in feet with no problem
- might in feet with simple roll against MR
- 1 to tumbling skill per extra foot of distance

standing jump:

- 1/3 might in feet with no problem
- 1/2 might in feet with simple roll against MR
- 2 to tumbling skill per extra foot of distance

Spell Casting Summary;

Add the character's magic skill rating, spell practice bonus (if any), and any other modifiers (like -4 for not using a focus). This is the character's adjusted skill level. Subtract the point cost from the adjusted skill level. This is the threshold for the cast.

If the roll is less than or equal to the spell's threshold, he succeeds in his cast, and he loses a number of spirit points equal to the number he rolled on the die. Aces can result in increased effect *at the gamemaster's discretion*.

If the roll is higher than the spell threshold but less than or equal to his magic skill, the spell succeeds and the character loses spirit points equal to the cost of the spell.

If the roll is higher than his magic skill but less than or equal to twice his magic skill, the spell fails, and the character loses one spirit point.

If the roll is over twice as high as his magic skill, the spell fails and he loses spirit points equal to the cost of the spell.

If the character blunders, the spell fails. In addition, the character loses a number of spirit points equal to the cost of the spell. And finally, the spell may, *at the gamemaster's option*, backfire or have other unintentional effects.

Melee Ace Chart

- 1) **Strike opponent's head:** do triple damage
- 2) **Solid blow:** do double damage
- 3) **Hit major artery:** do double hit point damage
- 4) **Hit nerve center:** do double shock point damage
- 5) **Solid blow:** do an additional die of damage
- 6) **Solid blow:** do an additional die of shock damage
- 7) **Open wound:** target suffers 1 SP loss per CT until he receives first aid
- 8) **Hit unprotected area:** ignore opponent's armor
- 9) **Flurry:** roll another attack (opponent may parry)
- 10) **Break opponent's right arm**
- 11) **Break opponent's left arm**
- 12) **Break opponent's leg:** opponent may not stand until he receives first aid
- 13) **Injure opponent's leg:** opponent's MR cut in half
- 14) **Break opponent's shield or parrying weapon**
- 15) **Damage opponents shield or parrying weapon:** one die damage to protection or weapon damage
- 16) **Damage opponent's armor:** 2D damage to protection
- 17) **Damage opponent's armor:** the armor loses 1D of its SP protection
- 18) **Knockback:** move opponent 3 yards in any direction
- 19) **Knockback:** move opponent 1 yard in desired direction
- 20) **Feint:** move character up to half MR as opponent stalls

Melee Blunder Chart

- 1) **Twist ankle:** MR cut in half for 3D combat turns
- 2) **Off balance:** next parry at 1/2 skill
- 3) **Off balance:** next attack at 1/2 skill
- 4) **Stumble:** next attack and parry at 1/2 skill
- 5) **Trip:** you may not move next turn
- 6) **Fall:** you fall prone
- 7) **Fall:** suffer 2D stun (armor doesn't help)
- 8) **Fumble:** lose next attack as you regain your grip
- 9) **Fumble:** lose next parry as you regain your grip
- 10) **Bobble:** lose next attack and parry as you regain your grip on your equipment.
- 11) **Entangled in own straps:** -1 to all strength and dexterity skills, 1 combat turn unengaged to fix
- 12) **Vision impaired:** all skills at 1/2 value until fixed (two successful dexterity checks to fix)
- 13) **Drop weapon:** 1D yards, random direction
- 14) **Drop shield:** 1 yard, random direction
- 15) **Damage weapon:** subtract 1D from your weapon's damage code
- 16) **Break weapon:** weapon is useless
- 17) **Shield strap breaks:** shield is useless
- 18) **Strike friend:** do half normal damage
- 19) **Strike friend:** do normal damage
- 20) **Strike self:** do half normal damage

Parry Aces (no die roll needed)

Excellent block (w/ shield): the shield absorbs all damage

Riposte (w/ weapon): roll another attack (opponent may parry)

Missile Ace Chart

- 1) **Strike opponent's heart:** do triple damage
- 2) **Strike opponent's head:** do triple shock damage
- 3) **Impale:** target suffers 1D every CT until he gets first aid
- 4) **Impale:** target suffers 1D shock every CT he moves vigorously (endurance or first aid to fix)
- 5) **Impale:** target suffers 1 SP loss per CT until he receives first aid
- 6) **Hit major artery:** do double hit point damage
- 7) **Hit nerve center:** do double shock point damage
- 8) **Solid strike:** do double damage
- 9) **Solid strike:** do an additional die of damage
- 10) **Solid strike:** do an additional die of shock damage
- 11) **Hit unprotected area:** ignore opponent's armor
- 12) **Hit unprotected area:** armor only absorbs at half value
- 13) **Clean shots:** roll another attack (opponent may dodge)
- 14) **Incapacitate opponent's right arm**
- 15) **Incapacitate opponent's left arm**
- 16) **Incapacitate opponent's leg:** opponent falls and may not stand until he receives first aid
- 17) **Injure opponent's leg:** opponent's MR cut in half
- 18) **Damage opponent's armor:** 1D damage to protection
- 19) **Knockdown:** opponent falls prone
- 20) **Pressure:** move opponent 1 yard in desired direction

Missile Blunder Chart

- 1) **Twist ankle:** MR cut in half for 3D combat turns
- 2) **Off balance:** next attack at 1/2 skill
- 3) **Stumble:** next attack at 1/2 skill, no dodge
- 4) **Trip:** you may not move next combat turn
- 5) **Fall:** you fall prone
- 6) **Fall:** suffer 2D stun (armor doesn't help)
- 7) **Fumble:** lose next attack as you regain your grip
- 8) **Bobble:** lose next attack and dodge as you regain your grip on your equipment.
- 9) **Entangled in own straps:** -1 to all skills, 1 CT to fix
- 10) **Vision impaired:** all skills at 1/2 value until fixed (two successful dexterity checks to fix)
- 11) **Drop ammo:** extra ammo scattered within 3 yards
- 12) **Drop weapon:** 1D yards, random direction
- 13) **Minor jam:** roll successful weapon use skill to clear
- 14) **Major jam:** roll three successful skill checks to clear
- 15) **Weapon damaged:** subtract 1D from shooter's skill while using this weapon
- 16) **Break weapon:** weapon is useless
- 17) **Wild shot:** hit an object you don't want to (gamemaster's discretion)
- 18) **Wild shot:** hit friend, do half normal damage
- 19) **Wild shot:** hit friend, do normal damage
- 20) **Injure yourself:** one die damage, armor does not help

Parry Blunders (no die roll)

Wide Open: opponent gets a free attack (you may parry)

Small Arms Chart

Weapon	Dam.	Might	Range	ROF	Ammo	Cal	Tech	Cost
Black Powder Firearms								
Blunderbus	3D+1	6	60	1/4 rds	n/a	irr	0	85
Harquebus	4D+1	8	80	1/4 rds	n/a	irr	0	100
Heavy Weapons								
Flamethrower	(a)	11	40	1	6	n/a	4	2000
Bazooka	(b)	8	200	(c)	n/a	n/a	4	2000
Auto. Shotgun	6D+2	12	50	auto	30	12 ga	3	700
Machine Gun Weapons								
Automatic Rifle	6D	11	200	auto	30	9L	3	650
Bipod MG	6D	12	200	auto	50*	9L	3	800
Tripod MG	6D	8	300	auto~	50*	9L	3	1200
Pistol Weapons								
Light Pistol	4D+2	6	80	2	10	9S	1	275
Heavy Pistol	5D+1	8	80	2	8	11S	1	300
Rifle Weapons								
Single Shot	6D	8	200	1	n/a	9L	1	150
Bolt Action	6D	8	200	1	6	9L	1	200
Semiautomatic	6D	8	200	2	8	9L	1	300
Shotgun Weapons								
Single Barrel	6D+2	7	50	1	n/a	12 ga	1	125
Double Barrel	6D+2	7	50	2	n/a	12 ga	1	175
Pump	6D+2	7	50	2	6	12 ga	1	300
Submachine Gun Weapons								
Light SMG	4D+2	9	100	auto	30	9S	2	450
Heavy SMG	5D+1	10	100	auto	30	11S	2	500

(a) Characters hit by a flamethrower suffer 4D damage for each of 1D combat turns.

(b) Characters hit by a bazooka are killed, near misses are treated as grenades.

(c) ROF is 1/3 CTs without a loader, or 1 if loader present.

* Stationary machine guns can be belt fed if loader present (300 rds per box ammo).

~ It takes three combat turns to set up or take down a tripod machine gun.

Missile Combat Charts

Burst Fire

make roll by 0 - 4: one hit
make roll by 5 - 9: two hits
make roll by 10+: three hits

Quick Fire Modifiers

Shots	3	4	5
Skill	1/2	1/3	1/4

Miscellaneous Modifiers

Bonus	Event
+2	Aiming (cumulative if target stationary)
-?	Armor encumbrance
+5	Attack against unaware target
+1-3	Bracing
+1	Consecutive attack
-?	Hasty shots
-3	Opportunity fire

Range Modifiers

Target Range	Range	Bonus
Point Blank	0 - 2 yds	+3
Short	2 yd - 1/10 range	+1
Medium	1/10 - 1/4 range	0
Long	1/4 - 1/2 range	-3
Extreme	1/2 - full range	-9

note: shotguns get triple range modifiers

Missile Weapons in Melee Combat

no point blank bonus (except shotguns +3)
no consecutive fire or aiming bonus

Target Size Modifiers

Size	0	1	2	3	4	20	25	30
Bonus	-6	-4	-3	-2	-1	+2	+4	+6

Movement Modifiers

Target		Still	Walk	Run	Sprint
Attacker	Still	-0	-1	-2	-4
	Walk	-2	-3	-5	-7
	Run	-5	-7	-10	-14
	Sprint	accurate fire not possible			

Visibility Modifiers

Cover	Bonus	Examples
Light	-1	Tall grass, dusk, light rain.
Medium	-5	Thick-woods, night, snow.
Heavy	-9	Brick wall, black cave, blizzard.